

## REMARKS

This Response is submitted in response to an Advisory Action mailed on February 2, 2005. The rejections set forth in the *Advisory Action* differ from the rejections set forth in the final *Office Action*, mailed August 10, 2004. Accordingly, Applicant presents the new arguments below in response to the rejections set forth in the *Advisory Action* as a submission with the Request for Continued Examination (RCE).

Claims 46-72 are pending in the application. In the *Advisory Action*, Claims 46-72 stand rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over U.S. Patent No. 6,349,301 to Mitchell *et al.* (hereinafter "Mitchell") in view of U.S. 6,546,390 to Pollack, *et al.* (hereinafter "Pollack"). Claims 46-72 also stand rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over *A Classification for User Embodiment in Collaborative Virtual Environments*, Mania, *et al.* (hereinafter "Mania") in view of U.S. Patent No. 6,760,751 to Hachiya (hereinafter "Hachiya"). Applicant respectfully traverses Examiner's rejections and respectfully requests reconsideration of the Application in light of the remarks below.

### I. Claim 46 – Mitchell/Pollack

In the *Advisory Action*, Claims 46-72 stand rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over Mitchell in view of Pollack.

In order to establish a *prima facie* case of obviousness, there must be some suggestion or motivation, either in the references themselves or in the knowledge generally available to one of ordinary skill in the art, to modify the reference or to combine reference teachings. And the prior art reference (or references when combined) must teach or suggest all the claim limitations. *See* MPEP § 2142.

Mitchell does not teach or suggest all the claim limitations of claim 46. For example, Mitchell fails to teach or suggest "force information being configured to cause a haptic sensation to be output when the chat message is delivered to a client machine," as claimed in claim 46.

The *Advisory Action* states "Mitchell taught an avatar with the sense force feedback effects." *Advisory Action*, § 2. The *Advisory Action* asserts that "[t]he prior art (Mitchell) teaches the object will be activated when the recipient open email or execute the embedded object." *See*, *Advisory Action*, § 2. The *Advisory Action* provides no reference in Mitchell to

support this assertion. The terms “email” and “embedded object” appear nowhere in the specification or claims of Mitchell. Further, the term “message” appears only once, in a description of a Multi-User Dungeon (MUD), a precursor to the Virtual World Environment (VWE) described in Mitchell. Mitchell, column 2, line 4. The assertion in the *Advisory Action* has no support in Mitchell. Thus, Mitchell does not teach or suggest all the claim limitations of claim 46.

Likewise, Pollack fails to teach or suggest “force information being configured to cause a haptic sensation to be output when the chat message is delivered to a client machine,” as claimed in claim 46.

Pollack describes “a method and system for evaluating the relevance of an incoming message to a plurality of users.” Pollack, abstract. The *Advisory Action* states, “Pollack taught an electronic message posted in a chat room [Pollack, col 8 lines 5 seq] includes a delivery mechanism configured to deliver or update (i.e.: cause the sensation to be out put) the information [Pollack, col 3 lines 15 seq.]”. *Advisory Action*, § 2 (emphasis added). Pollack does not disclose causing “the sensation to be out put” as asserted in the *Advisory Action*. Instead, Pollack discloses determining the relevance of an incoming message and delivering relevancy and other information to one or more users. Pollack, column 2, line 66 – column 3, line 20.

Since neither Mitchell nor Pollack teach nor suggest all of the claim limitations of claim 46, Applicants respectfully request that the Examiner withdraw the rejection of claim 46.

## **II. Claims 42-72 – Mitchell/Pollack**

In the *Advisory Action*, Claims 42-72 stand rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over Mitchell in view of Pollack. Claims 42-45 were previously cancelled. Thus, the rejection of these claims is moot.

Dependent claims 47-54 depend from claim 46. Accordingly, claims 47-54 are allowable as well for at least the reasons stated herein with reference to claim 46. Applicant respectfully requests that the Examiner withdraw the rejection of claims 47-54.

Claims 56, 62, and 68 are allowable for at least the reasons stated herein with reference to claim 46. Since dependent claims 57-61, 63-67, and 69-72 depend from one of independent

claims 56, 62, and 68, they are allowable as well. Applicant respectfully requests that the Examiner withdraw the rejection of claims 56-72.

### **III. Claim 55 and 61**

According to paragraph 16 of the final *Office Action*, mailed August 10, 2004, claims 55 and 61 were rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over Mitchell in view of Hachiya. However, in the *Advisory Action*, the rejection of claims 55 and 51 appears to be based on Mitchell in view of Pollack.

Claim 55 depends from claim 46. Accordingly, for at least the reasons stated above in relation to claim 46, claim 55 is allowable over Mitchell in view of Pollack. Claim 61 depends from claim 56. Claim 56 is allowable over Mitchell in view of Pollack for at least the reasons stated above in relation to claim 46, and claim 61 is allowable for at least the same reasons.

Applicant respectfully requests that the Examiner withdraw the rejection of claims 55 and 61.

### **IV. Claims 46-72 – Mania/Hachiya**

According to § 5 of the *Advisory Action*, claims 46-72 stand rejected under 35 U.S.C. § 103(a) Mania in view of Hachiya.

Mania fails to teach or suggest "including force information in a chat message, the force information being configured to cause a haptic sensation to be output when the chat message is delivered to a client machine," as claimed in claim 46. The *Advisory Action* states, "the prior art (Mania) taught the Worlds Chat environment includes the software provides the custom avatars as force information in a chat message." *Advisory Action*, § 5. However, Mania describes Worlds Chat as a "3D social environment where the user can explore individual platforms and rooms on a space station and communicate with other visitors through *text*." Mania, page 5, paragraph 4. In regard to haptic feedback, Mania states that "there is limited support for bodily contact in the existing systems, however, there are many technical as well as social issues to be examined further as this is incorporated in the virtual world." Mania, page 5, last paragraph.

Likewise, Hachiya fails to teach or suggest "including force information in a chat message, the force information being configured to cause a haptic sensation to be output when the chat message is delivered to a client machine."

Accordingly, claim 46 is allowable over Mania in view of Hachiya. Applicant respectfully requests that the Examiner withdraw the rejection of claim 46. Since dependent claims 47-55 depend from claim 46, claims 47-55 are allowable as well for at least the reasons stated herein with reference to claim 46. Applicant respectfully requests that the Examiner withdraw the rejection of claims 47-55.

Claims 56, 62, and 68 are allowable for at least the reasons stated herein with reference to claim 46. Since dependent claims 57-61, 63-67, and 69-72 depend from one of independent claims 56, 62, and 68, they are allowable as well. Applicant respectfully requests that the Examiner withdraw the rejection of claims 56-72.

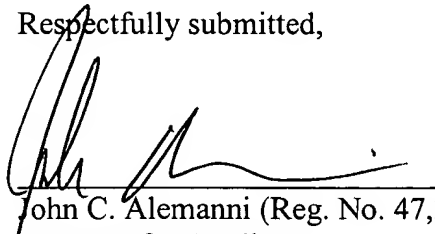
### CONCLUSION

Applicants respectfully submit that claims 46-72 are allowable. A favorable Office Action is respectfully solicited.

Should the Examiner have any comments, questions or suggestions of a nature necessary to expedite the prosecution of the application, or to place the case in condition for allowance, please contact the undersigned at the number listed below.

Date: February 10, 2005

Respectfully submitted,



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